THE JETSONS* WAYS WITH WORDS™

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DIRECTION

4543-4289

[Begin errata slip]
PLEASE NOTE ON PAGE 5
OF YOUR INSTRUCTIONS...

To backspace and delete letters, use the %/<- key, rather than the ,/< key.

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[End errata slip]

THE JETSONS* WAYS WITH WORDS TM
I N S T R U C T I O N S

Intellivision@ MATTEL ELECTRONICS @

USE WITH ANY INTELLIVISION@ MASTER COMPONENT, COMPUTER ADAPTOR AND COMPUTER KEYBOARD.
*JETSONS@ 1983 HANNA-BARBERA PRODUCTIONS, INC.

[Snapshot of the game screen.]

You control The Jetsons' space-traveling jet as it races after letters to spell words. What's in the way? Robots and spaceshits, extra letters and saucers. Oops! *!#CRASH *!#!! You've lost 500 points. Next time, be quick! Dodge the obstacles! Spell the word! Or else lose more big points.

----- OBJECT OF GAME -----

Capture letters in the right order to spell words! As each game progresses, difficulty increases. More robots, saucers, spaceships, random letters interfere. The right letters in the right order are harder to catch. Action-packed challenging fun increases vocabulary and spelling skills on 3 levels!

----- YOUR CONTROLS -----

[Illustration of an overlay sliding into an Intellivision II controller.]

Insert game cartridge into the Computer Adaptor cartridge slot. Turn the TV and Master Component ON.

YOU WILL NEED A COMPUTER ADAPTOR AND COMPUTER KEYBOARD, AS WELL AS AN INTELLIVISION MASTER COMPONENT TO PLAY THE GAME.

[Illustration of a cartridge sliding into the Computer Adaptor, which is sliding into an Intellivision II.]

USE DISK TO MOVE THE JETSONS' SPACESHIP

[Illustration of the Disc, with 6 arrows extending left, right, and in the four diagonals.]

Press the [DISC] on your hand controller to move George Jetson along the horizontal lanes and up and down the ramps. Press the [Disc] edge in the direction you want George Jetson to go. Use these places on the disc to direct George Jetson.

----- A WORD BEFORE YOU PLAY -----

Words are the name of the game! You have 3 sources for the words you play with, known as _target_ words:

YOU CAN USE ...
1 ... a variety of 384 words pre-programmed into the game.
2 ... your own words typed on the screen before each game.
3 ... your own words stored on casette. This is a great way to use vocabulary tailored to your own skills and to work on words which are particularly difficult for you. To store and use a vocabulary list on casette, see pages 12 and 13.

----- SELECT SOURCE OF WORDS -----

At the start, you'll see the Jetsons' spaceship racing across the title screen. Press the [Disc] for the next screen which asks:

Are you using a prerecorded tape?

IF YES, TYPE IN [Y] THEN PRESS [RETURN].
- For hook-up of casette see page 12.
- Press [PLAY] on the casette recorder
- Then press [RETURN] on the keyboard
- Turn to page 8 for "HOW TO PLAY"

IF NO, TYPE IN [N] THEN PRESS [RETURN]. The computer then asks:

Do you want to type in new words?
IF YES, TYPE IN [Y] THEN PRESS [RETURN]. The computer instructs:

TYPE IN 1-8 WORDS

- Type in words from 4 to 14 letters long.

- After each word press [RETURN]: this puts the word into the computer.

- If you want less than 8 words, press [ESC] after entering your last word.

- Computer will select words at random from your list during the game.

NOTE: To save game words on cassette for future play, see pages 12 and 13. If words are NOT saved, memory will be erased when system is turned off.

To backspace and delete letters, press <.

If NO, TYPE IN [N] THEN PRESS [RETURN]. You'll use words pre-programmed into the cartridge. You have a choice of three vocabulary levels:

VOCABULARY LEVEL (1-3)
1. BASIC
2. INTERMEDIATE
3. ADVANCED

Each level is programmed with 128 words. You'll find words such as:

BASIC: cloudy, whole, certain, decide
INTERMEDIATE: advance, credit, security, gather
ADVANCED: stubborn, intuition, pollute, presentation

Type in the level number you want, then press [RETURN]

----- SELECT GAME MODE -----

Whether you're playing with your words or cartridge words, you have a choice of several playing modes. Press the number for the mode you want, then press [RETURN].

MODE I:
In the mode you see ALL LETTERS in the target word displayed at the start of each playing screen. If you pick up the wrong letter 3 times in a row, the complete word comes on the screen, and the letter you're looking for flashes within the word.

[Snapshot of the game screen, with an arrow pointing to the TARGET WORD, "SUNNY," which is being displayed in the center of the screen.]

MODE 2:
In this mode you see only a PORTION OF THE LETTERS displayed at the start of each playing screen.

[Close-up snapshot of the game screen, with an arrow pointing to the TARGET WORD, "SUNNY," which is only partially displayed this time.]

MODE 3:
(FOR CARTRIDGE WORDS ONLY, SEE PAGE 8) In modes 1 and 2 clue words, such as synonyms and antonyms flash on the screen. In mode 3, no clue words are given in cartridge play.

----- SELECT DIFFICULTY LEVEL (1-4) -----

Press the number of the difficulty level you want, then press [RETURN]. Level 1 is the easiest! As the difficulty level increases, more obstacles appear. Robots and spaceships move at faster speeds and maneuver with greater "intelligence." Letters slide away.

NOTE: As you play, games automatically get harder within a single level. The maximum difficulty is reached after 16 words. If you want more challenge, try the next level.

----- HOW TO PLAY -----

PLAY BEGINS IMMEDIATELY!

GAME USING CARTRIDGE WORDS

To help identify cartridge words, synonyms or antonyms flash on the screen prior to your target word when playing in modes 1 and 2.

SYNONYM: a word with the SAME meaning as the target word.

ANTONYM: a word OPPOSITE in meaning from the target word.

[Snapshot of the game screen, with an arrow pointing to the ANTONYM, "CLOUDY," which is being displayed in the center of the screen.]

[Snapshot of the game screen, with an arrow pointing to RANDOM LETTERS, LETTERS, THE JETSONS' SPACESHIP, ROBOT, and SAUCER.]

1. Build a word! Press the Disc to move George Jetson in the direction to capture the FIRST letter in the target word.

2. To pick up a letter, George Jetson has only to touch it. You must pick up a letter in sequence in order for it to be considered "captured" and to win points.

3. Stay clear of random letters and letters out of sequence. A crash costs

big points. See SCORING, page 12.

4. A letter picked up out of sequence carries a penalty. The letter will flash yellow in the correct position within the word.

5. You can pick up letters only on horizontal lanes.

6. Ramps are safe! Dodge up a ramp to avoid collision. No objects interact with each other.

7. As you make or lose points -- capture the right letter or crash with an obstacle -- you score flashes across the screen.

8. Good try! If you want to try again, after a complete round of words, press [RETURN] The same words can be used again, or new ones can be typed in now.

[Close-up snapshot of the game screen, with the entire word "SUNNY" displayed in center, and the score at the top of the screen.]

----- GAME USING YOUR WORDS -----

[Snapshot of the game screen, with arrows pointing to the SAUCER, ROBOT, RANDOM LETTERS, TARGET WORD, and THE JETSONS' SPACESHIP.]

1. The computer will select words at random from the words you have typed on the screen, or stored on a cassette.

2. In this case, you will not have a synonym or antonym as a clue.

3. For how to play the game, see page 8.

----- WINNING TIPS FOR BUILDING VOCABULARY SKILLS -----

Educators Suggest

- A word usually has more than one meaning. Look words up in the dictionary to learn the variety of meanings. You can also check words in a thesarus, or an antonym/synonym dictionary.

- Use the word in three different sentences.

- Build a dictionary of words on 3" X 5" cards. Write the word on one side, and the meaning on the other. You can also write an antonym or synonym on one side and the word on the other side.

----- SCORING -----

1. A letter captured in correct order is worth 500 points.

2. A letter, if once picked up out of sequence then later captured correctly, is worth only 100 points.

3. A crash with a robot, saucer or spaceship penalizes your score 500 points.

4. A crash with a random letter penalizes your score 250 points.

5. If you capture all letters in correct order with no crashes, you're awarded a 2,500 point bonus.
YOU HAVE THE WORD! GO FOR IT!

To use a cassette recorder

1. Plug one end of a mini-plug cable into jack marked EAR on cassette recorder. Plug the other end of the cable into jack marked IN FROM TAPE on the Computer Adaptor.

2. Plug one end of another mini-plug cable into jack marked MIC on the cassette recorder. Plug the other end of the cable into jack marked OUT FROM TAPE on the Computer Adaptor.

3. Plug one end of a sub-mini-plug cable into the jack marked REM on the cassette recorder. Plug the other end of the cable into the jack marked REMOTE on the Computer Adaptor.

For further instructions, refer to the "Owner's Guide" for the Computer Module.

To store words on cassette ...

1. Use a blank tape.

2. Rewind tape to start at the beginning.

3. Play the tape past the clear plastic leader.

4. Type in 8 words.

5. When the program instructs you, press [PLAY] and [RECORD] on cassette recorder.

6. Tape begins when you press any key on keyboard.

To play words from cassette

1. Rewind tape to start at the beginning.

2. Play it past the clear plastic leader and stop.

3. When program instructs you, press [PLAY] on cassette recorders. Tape begins when you press any key on the keyboard.

----- 90 DAY LIMITED WARRANTY -----

Mattel Electronics warrants to the original consumer purchaser of any cartridge or cassette it manufactures that the product will be free of defects in material or workmanship for 90 days from the date of purchase. If defective, return the product along with proof of the date-of-purchase to either your local dealer or, postage prepaid to:

Mattel Electronics Service Center (EAST)
10 Abeel Road
Cranbury, New Jersay 08512

Mattel Electronics Service Center (WEST)
13040 East Temple Avenue
City of Industry, California 91746

for repair or replacement. This warranty gives you specific legal rights and you may also have other rights which vary from state to state. This warranty does not cover damage resulting from accident, misuse or abuse.

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